

PALOMAR CARD CLUB

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REPORT OF GAMING ACTIVITIES

TEXAS HOLD'EM POKER, Basic rules, a house fee of \$5 is collected out of each pot.

OMAHA, Basic rules, a house fee of \$4 is collected out of each pot.

PAI GOW POKER, Basic rules, a house fee of 50¢ for bets up to \$25, \$1 for bets over \$25, and \$2 for bets over \$100, collected from each player.

CALIFORNIA "NO BUST BLACKJACK", Basic rules, a house fee of 50¢ for bets up to \$25, \$1 for bets over \$25, \$2 for bets over \$100, collected from each player.

CHINESE POKER, Basic rules,

COLLECTIONS & LIMITS

<u>Unit</u> <u>Value</u>	<u>(Game</u> <u>limit)</u>	<u>Collection</u> <u>Per Player</u>
\$5		\$1 per hand
\$10		\$1 per hand
\$20		\$2 per hand

ALL OF THE ABOVE GAMES AND CONDITIONS ARE OFFERED DAILY.

CHINESE POKER RULES & STANDARDS OF PLAY

Each player is dealt 13 cards. The object is to arrange them into 2 hands of 5 cards and one hand of 3 cards, beating the hands made by the other players.

The 3 hands consist of a "back" hand of 5 cards, a "middle" hand of 5 cards and a "front" hand of 3 cards. The back hand must beat the middle hand, and the middle hand must beat the front hand. Otherwise the player pays a penalty to each opponent. Only 3 hand types are possible for the front hand; 3-of-a-kind, one pair, and high card. Straights and flushes typically don't count (see ~~Clean Sweeps~~ below).

The game stakes are quoted in dollars per unit. Once the hands are played, each player compares their 3 hands against those of each of the other players. So in a 4-player game, each player makes 3 separate comparisons; one against each other player.

You win 1 unit for each corresponding hand of another player that you beat and lose 1 for each hand that beats you. When the hands match you neither win nor lose.

Eastern Chinese Poker awards bonuses for certain hands:

VALUE	FRONT	MIDDLE	BACK
3-of-a-Kind	3		
Full House		2	
4-of-a-Kind		8	4
Straight Flush		10	5
(maximum bonus 12 units from each player per hand)			

When a bonus hand is involved, the winning hand earns only the bonus hand points. So if a player wins all 3 hands with a 4-of-a-Kind in the back, he wins 6 units.

A **Clean Sweep** hand is one of several hands with a special ranking that wins automatically. They are as follows:

NAME	DESCRIPTION	UNITS
Dragon	One of every rank	13
6 Pairs	(4 of a kind can count as 2 pair)	3
3 Straights	Straights in front, middle, and back	3
3 Flushes	Suited cards in front, middle, and back	3

If multiple players have Clean Sweep hands, the higher ranking hand wins the total unit value for that hand, the value for the lower ranking Clean Sweep hand won't be subtracted. If 2 Clean Sweep hands have the same ranking, they tie. No money is exchanged between these 2 players, but they collect from the others. If you don't declare a Clean Sweep, it plays as a regular hand.

A player fouls if he/she declares a Clean Sweep but can't produce it.
If a player fails to set front, middle and back hands in the proper ranking order, the hand fouls and the player pays a penalty to each opponent.

Against a regular hand, 3 units + any opponents bonus

Against a Clean Sweep hand, the value of the Clean Sweep hand

Chinese Poker incorporates a "dealer puck" to initiate payment at the end of each game. The player to the immediate right of the puck is the first to compare their hand with the others', and so on around the table. Any player low on cash is thus prevented from gaining or losing more than what he/she had available at the start of the game.

There is a "Bonus Award", funded 100% by the house, to any player that has four of a kind in their "middle hand". The house starts this award off at \$100 and increases it \$40 per day until it is won or it reaches \$1,000. Once it is paid out, it is set back to \$100 and the cycle repeats.

No purchase is necessary to compete for this award.

COLLECTIONS & LIMITS

Unit (Game Value limit)	Collection Per Player
\$5	\$1 per hand
\$10	\$1 per hand
\$20	\$2 per hand
\$25	\$2 per hand
\$50	\$2 per hand
\$100 & above	\$5 per hand
Game limits not listed will be collected At the next highest level.	

TEXAS HOLD'EM

In Texas Hold'em, each player receives two down cards as the initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned simultaneously (which is called "the flop") and another round of betting occurs. The next two board-cards are turned one at a time with a round of betting after each one. These board-cards are community cards and after the final round of betting has been completed a player may use any combination of five cards (one in their hand, four from the board, etc...) to determine their best hand. A player may use all of the board-cards, which is termed "playing the board".

Hold'em uses a flat disc called a Dealer button to indicate the player who in theory dealt the cards for that pot. The button (player with the Dealer button) is last to receive cards on the initial deal and has the right of last action on all betting rounds except the first. One or more blind bets are used to stimulate action and initiate play. Blinds are posted before the player looks at his cards. Blinds count as part of that player's bet, unless the structure of a specific game or situation requires part or all of a particular blind to be "dead". Dead chips are not part of a player's bet and are taken into the center of the pot.

Blinds are posted by players who sit in consecutive clockwise order from the button. Action is initiated on the first betting round by the player on the immediate left of the person who posted the furthest blind clockwise from the button. On all subsequent rounds the action is begun by the first active player from the button.

Check and raise is permitted.

A bet and three raises are allowed. There is no limit of raises with only two players remaining.

A player who puts a single chip into the pot that is larger than the bet to him or her is assumed to have called the bet, unless he or she announces "raise".

A card placed face-up in the deck (boxed card) shall be treated as a scrap of paper. A Joker that appears in a game that does not use a Joker, is also a scrap of paper. A card being treated as a scrap of paper is replaced by the next card below it in the deck, except when it is dealt to player as a down card. In this situation, it will be replaced after that round of cards have been dealt. If a player does not call attention to the Joker among his or her cards before acting on his or her hand, then his or her hand is foul.

If a player's hole card is exposed due to a Dealer error, the player may not keep the exposed card. After completing the deal, the Dealer will exchange the exposed card with the top card on the deck and place the exposed card **face up** on the top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed. If two or more cards are exposed on the deal, it is a misdeal.

If a player is dealt more or less cards than the game calls for, and it is discovered before two (2) players act on their hands, it is a misdeal. If it is discovered after two (2) players have acted, all money is forfeited by that player.

If the flop has too many cards, it will be taken back and re-shuffled except the burn card will remain burned. No new burn card will be used.

If cards are flopped by the Dealer before all the betting is completed, the entire flop is taken back and re-shuffled. No burn on re-flop.

If the Dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the Dealer will re-shuffle the deck, including the card that was taken out of play but not the burn card or discards. The Dealer will then deal the fifth card minus the burn.

If the fifth card is turned up before betting is complete, it shall be re-shuffled in the same manner as the previous rule.

A player may only play the board by throwing his hand away if: (1) The hand has been checked around, or (2) If there was a bet and a call and the called bettor has clearly announced that he or she is playing the board before throwing his or her hand away.

The winning hand must show both cards face up on the table.

The new player may not sit down in the middle of blinds, but must wait until the button passes.

A new [layer entering any Hold'em game has two options: (1) He may chose to wait for his big blind, or (2) He may post the largest blind for the game. If he or she chooses the latter, the blind does act as his or her opening bet and the player may either call by rapping the table or make the prescribed raise. If a player leaves the table for any reason and the blinds pass his or her position, the player may resume play by posting the total amount of blinds for the game or wait for the big blind. If the player chooses to post the total amount of blinds, the small blind goes to the center of the pot while the big blind is live.

The Dealer button always moves forward and the blinds are adjusted accordingly.

SEVEN CARD STUD

The winning hand must show all cards prior to the pot being awarded. Cards read for themselves. Dealers will assist in reading hands to the best of their ability although it is the player's responsibility to protect their hand at all times. The player instituting the action, (either by betting or checking) must turn their hand over **first** upon completion of all action.

Check and raise is permitted.

A bet and three raises are allowed for each betting round, however, completing an opening forced bet does not count as a raise. there is no limit of raises with only two players remaining.

The ranking of suits is used only to determine the lowest card for a forced bet, drawing for seats in games, etc. Suits are ranked from (highest to lowest) Spades, Hearts, Diamonds, and lowest in clubs.

Boxed cards will be treated as a scrap of paper. A Joker in a non-joker game will be treated the same way. Such a card is replaced by the next card except when it is dealt as a down card. In this situation it will be replaced last. If a player does not call attention to the Joker before acting, their hand is fouled.

A player receives his or her ante back and is out of the hand if he or she does not have the correct number of cards on the deal. If it is not discovered immediately, and the player takes action, the player has a fouled hand and the money in the pot is forfeited.

If a player folds after making a forced bet or on a round of checking, the player's seat will continue to receive a card until there is a wager.

If a player's first or second hole card is accidentally exposed, the third card is dealt down. If both hole cards are dealt up, the player has a dead hand and receives his or her ante back.

If a Dealer deals a seat an incorrect first or second down card and the error cannot be corrected, it is a misdeal. If it occurs on an up card, it will be corrected by moving the cards to the proper order. If it occurs on the final down card and it cannot be corrected, the hands will play.

When a player turns any of his or her up cards over after a bet has been made, he or she risks losing the pot.

If a Dealer burns and deals a card before a round of betting has been completed, that card or cards must be eliminated from the play along with an additional card for each remaining player in the hand. After that round of betting has concluded, play then resumes in a normal fashion.

If a Dealer burns two cards or fails to burn a card, the cards are to be moved, if possible, to the right position to rectify the error. If it happens on a down card and there is no way to tell which card was received then the player must accept the card.

If a Dealer turns the last card face up to the first player, all remaining players will receive their last card face up. The player who was high on the sixth card remains high and betting continues as normal. If players have already received down cards before a card is accidentally turned up, any remaining players will continue to receive their final cards **down**. The player whose final down card was exposed has the option, before any action takes place, to declare himself all in.

On all fixed limit games, i.e. 3-6, 5-10, etc., if a player makes an open pair on the fourth card that player has the option of betting either \$5.00 or \$10.00 (5-10 limit). If he bets \$5.00, the next player (s))) may raise in increments of \$5.00 or \$10.00 . If a \$10.00 bet or raise is made, the next raise must be in increments of \$10.00 (i.e. player "A" bets \$5.00, player "B" raises to \$15.00, player "C" has the option of calling the \$15.00 bet, or raising to \$25.00. He may not make it \$20.00.). If that player checks, all other players, in turn have the option to bet \$5.00 or \$10.00.

If there are not enough cards left in the deck for each player, the Dealer is to deal all the cards except the last card. The Dealer is to then scramble the last card and the four burn cards, cut the deck, burn a card and deliver the remaining down cards, using the last card if necessary. If there are five players remaining without a card, the Dealer will not burn so that each player may receive a fresh card. If the Dealer determines that by using this procedure there will still not be enough cards for all the players, he is not to give any of the players a down card. Instead, the Dealer is to announce to the table that there are not enough cards to go around and a community card will be used. The Dealer will then burn a card and turn up a card in the center of the table. The card plays in everyone's hand. The player who falls high on board, using the community card, initiates action.

A player who calls when he or she is beaten by his or her opponent's up card is **not** entitled to a refund.

A player must have seven cards in order to win. Any other number of cards constitute a dead hand. Players must protect their own hands.

The splitting of pots among players will not be allowed under any circumstances in any games. All hands must be played to completion.

DRAW POKER

GAME LIMIT:

POT LIMIT, TABLE STAKES.

FEE COLLECTION:

\$6 EACH ½ HOUR FROM EACH PLAYER.

ANTES OR BLINDS:

GAMES MAY BE PLAYED WITH ANTES OR BLINDS OR BOTH. SEE GLOSSARY.

HOUSE DEALER:

DEALS AND SUPERVISES THE GAME.

DEALER BUTTON:

SIGNIFIES WHICH PLAYER THE HOUSE DEALER IS DEALING FOR. THE DEALER BUTTON ROTATES, CLOCKWISE, ONE SEAT POSITION EACH HAND.

WINNING EVENT:

THE PLAYER WITH THE HIGHEST RANKED HAND AFTER THE FINAL ROUND OF BETTING, WINS ALL MONIES IN THE POT.

BETTING SCHEME:

PLAYERS BET IN TURN, CLOCKWISE, FROM THE DEALER BUTTON. FIRST PLAYER TO ACT CAN CHECK, BET OR FOLD. PLAYER MAY BET ANY PART OR ALL OF THE CHIPS THEY HAVE ON THE TABLE. SUBSEQUENT PLAYERS CAN DROP OUT, CALL, OR RAISE THE AMOUNT BET UP TO THE AMOUNT OF CHIPS THEY HOLD IN FRONT OF THEM. PLAYER THAT GOES ALL IN CAN ONLY WIN THE AMOUNT OF THE POT THAT THEIR CHIPS COVERED. ANY REMAINING CHIPS WOULD BE AWARDED TO THE PLAYER THAT HELD THE HAND SECOND RANKED AT THE TABLE.

TIED HANDS:

TIED HANDS DIVIDE CHIPS THAT THEY ARE ENTITLED TO EQUALLY.

DRAW POKER

Draw Poker is played using a standard 52-card deck. A joker may be added for aces, straights and flushes.

Each player receives a total of five cards. They have the option of calling the bet, raising or folding on the first five cards. If the player decides to play, they may discard and draw cards after the first betting round. A player may draw from zero to five cards. There would be one more final betting round.

The first round of betting is on the first five cards. The second and final betting round is on the cards after the draw is completed.

Each player using their original five cards, or the cards that they received after the draw, tries to make their best poker hand.

Value of hands in sequence:

- 1) 5 Aces
- 2) Royal Flush
- 3) Straight Flush
- 4) 4 of a Kind
- 5) Full House
- 6) Flush
- 7) Straight
- 8) 3 of a Kind
- 9) 2 Pair
- 10) 1 Pair

- * JOKER used only for ACES, STRAIGHTS and FLUSHES
- * NO DOUBLE-ACE FLUSH

LOW-BALL

Low-Ball is a Draw Poker game played with the standard 52-card deck and one joker added, making 53.

The object is to make the best hand among competing players. The main difference in Low-Ball is that the traditional ranking of poker hands is reversed. That is, the lowest combination of cards exposed at the showdown between active players is the winner.

- Typically the first two or three players post blinds, which is a portion of the opening bet. The purpose of the blinds is similar to antes in other forms of poker, in that they represent seed money to attract prospective contenders for the pot. The size of the blinds is determined by the limit of the game being played.
- Players are each dealt five down cards, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- In an effort to improve their final hand, active players may elect to discard any number of their original cards and have a like number replaced.
- At the option of the active player, there may be another round of betting. Players posting any additional bets, if made, remain active for the final showdown.
- Active players now expose their cards. The best hand (in reverse standard order) is declared the winner.

OMAHA POKER

Omaha Poker is frequently called Four Card Hold-Em because, except for a couple of variations, both games are the same. The differences are: players are each dealt four cards in Omaha vs. two in Texas Hold-Em and players MUST use exactly two cards of their four, along with three of the common cards exposed on the table, in order to form their five-carded poker hand. The traditional rankings of hands apply.

- Standard 52-card deck is used.
- Blinds are posted as in many other forms of poker.
- Players are dealt four cards, face down, one at a time, in rotation, in turn.
- A round of betting ensues for players who wish to continue and contend for the pot.
- Three cards are turned face up in the middle of the table. These are commonly called the flop.
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fourth card is turned next to the initial three.
- A round of betting ensues for players who wish to continue and contend for the pot.
- A fifth and final card is turned next to the previous four. These five cards are common to all active players.
- A final betting round.
- All active players expose their hands. Using exactly two of their personal four cards and three of the five communal cards, the active player with the best high hand is awarded the pot.

PAI GOW POKER

PLAYED ON A POKER TABLE OR A BLACKJACK STYLE TABLE. A STANDARD 52 CARD DECK PLUS ONE JOKER AND A BOTTOM CARD IS USED. THE JOKER IS A WILD CARD AND MAY BE USED TO REPRESENT ANY CARD THE PLAYER WOULD LIKE. EACH PLAYER BETS AGAINST THE DESIGNATED PLAYER/DEALER FOR THE CURRENT HAND IN PLAY. A FLAT RECTANGULAR MARKER IS PLACED IN FRONT OF THE PLAYER/DEALER'S POSITION TO IDENTIFY WHICH PLAYER IS THE PLAYER/DEALER FOR THE HAND IN PLAY. ONE SIDE OF THIS MARKER IS INSCRIBED "1ST HAND" THE OTHER SIDE, "2ND HAND". PLAYERS MAY ACT AS PLAYER/DEALER WHEN THEIR TURN COMES UP, FOR TWO CONSECUTIVE HANDS. IF THERE IS JUST ONE PLAYER IN THE GAME THAT WANTS TO ACT AS PLAYER/DEALER THE GAME WILL END AFTER THE SECOND HAND IS PLAYED BECAUSE NO PLAYER IS ALLOWED TO ACT AS A PLAYER/DEALER FOR MORE THAN TWO CONSECUTIVE HANDS.

THE ACTION BUTTON, A FLAT DISC INSCRIBED ON BOTH SIDES WITH THE WORD "ACTION", IS USED TO IDENTIFY THE PLAYER THAT HAS FIRST ACTION FOR THE CURRENT HAND IN PLAY. A DICE CUP CONTAINING 3 DICE IS USED TO DETERMINE WHICH PLAYER WILL HAVE FIRST ACTION AGAINST THE DEALER/PLAYER.

WHEN A GAME IS FIRST STARTED THE HOUSE DEALER SHAKES THE DICE CUP, OPENS THE CUP, READS THE DICE, AND DETERMINES WHICH PLAYER HAS THE FIRST OPTION TO BE THE PLAYER/DEALER. EXAMPLE: THE DICE TOTAL 13. THE HOUSE DEALER COUNTS SEATS STARTING WITH THE FIRST SEAT ON THE HOUSE DEALER'S LEFT. WHEN THIS COUNT REACHES THE LAST SEAT AT THE TABLE, THE SEVENTH SEAT, THE COUNT WILL HAVE REACHED SEVEN; THE COUNT WILL CONTINUE BY COUNTING THE FIRST SEAT A SECOND TIME, ONLY THIS TIME THE FIRST SEAT WILL BE COUNTED AS 8, THE SECOND SEAT AS 9, ETC UNTIL THE COUNT REACHES 13. IN THIS EXAMPLE THE PLAYER SITTING AT SEAT #6 WILL HAVE THE FIRST OPPORTUNITY TO BE THE PLAYER/DEALER. IF NO ONE IS SEATED AT THIS SEAT OR IF THE PLAYER DECLINES TO BE THE PLAYER/DEALER, THE HOUSE DEALER OFFERS THIS OPTION TO THE NEXT CLOCKWISE PLAYER. SHOULD NONE OF THE PLAYERS WISH TO ACCEPT THIS OPTION, THE GAME CAN NOT START. IN ORDER TO PLAY THE GAME ONE OF THE PLAYERS MUST BE WILLING TO ACT AS A DEALER/PLAYER.

THE GAME CAN BE PLAYED WITH 2 TO 7 PLAYERS. CARDS ARE SHUFFLED AND DEALT OUT DIRECTLY IN FRONT OF THE HOUSE DEALER, INTO SEVEN STACKS WITH SEVEN CARDS IN EACH STACK AND FOUR CARDS AND A BLANK, PLASTIC, BOTTOM CARD LEFT OVER. THE LEFTOVER CARDS ARE CALLED THE "STUB". THE STUB IS SPREAD OUT AND COUNTED, LOOKING FOR A COUNT OF FOUR CARDS, AFTER THE SEVEN STACKS HAVE BEEN DEALT OUT, TO ASSURE THE CARDS HAVE BEEN DEALT OUT CORRECTLY. THESE STACKS WILL ULTIMATELY BE THE HANDS HELD BY THE PLAYERS AND THE PLAYER/DEALER. THE PLAYER/DEALER SELECTS ONE OF THE SEVEN STACKS (THE STACKS ARE NUMBERED 1 TO SEVEN, #1 BEING THE FARTHEST STACK TO THE HOUSE DEALER'S LEFT), THE ACTION BUTTTON WILL BE PLACED ON THE STACK SELECTED. THE PLAYER/DEALER WILL NOW SHAKE THE DICE CUP.

WHILE THE CARDS WERE BEING DEALT, THE PLAYER/DEALER PUTS UP THE CHIPS THAT WILL REPRESENT THE MONEY HE/SHE WANTS TO WAGER. THIS AMOUNT WILL DICTATE THE AGGREGATE AMOUNT THAT MIGHT BE WON OR LOST FOR THIS DEAL. THE PLAYERS PLACE THEIR BETS IN THEIR DESIGNATED SPOTS. COLLECTION FEES ARE PLACED IN FRONT OF EACH PLAYER'S BETS. THE HOUSE DEALER COMPLETES THE DEAL AND WILL NOW OFFER THE DICE CUP TO THE DEALER/PLAYER. THE DEALER/PLAYER WILL SHAKE UP THE DICE CUP AND RETURN IT TO THE HOUSE DEALER. THE HOUSE/DEALER WILL NOW ANNOUNCE "ANY MORE BETS?". WHEN ALL BETS HAVE BEEN MADE THE HOUSE DEALER WILL ANNOUNCE "NO MORE BETS!", OPEN THE DICE CUP AND READ THE DICE TO DETERMINE WHICH SEAT POSITION WILL HAVE THE FIRST ACTION AGAINST THE DEALER/PLAYER. THIS IS ACCOMPLISHED BY READING THE DICE TOTAL AND COUNTING FROM THE PLAYER/DEALER'S POSITION, IN A CLOCKWISE FASHION, THE VARIOUS SEAT POSITIONS AND PLACING THE ACTION STACK AT THE POSITION THAT COINCIDES WITH THE DICE TOTAL. THE NEXT, CLOCKWISE SEAT WILL RECEIVE THE NEXT STACK ETC., UNTIL ALL THE STACKS HAVE BEEN DISTRIBUTED. THE PLAYER/DEALER'S STACK IS KEPT BY THE HOUSE DEALER DURING THIS DISTRIBUTION. AN EMPTY SEAT WILL RECEIVE A STACK BUT THIS STACK WILL BE TAKEN OUT OF PLAY BEFORE THE ACTION STARTS AND PLACED ON TOP OF THE STUB.

THE COLLECTION FEES ARE NOW COLLECTED AND PLACED ON THE COLLECTION DROP SLIDE TO BE DROPPED INTO THE COLLECTION BOX WHEN ALL ACTION IS OVER AND ALL BETS SETTLED.

COLLECTION FEES ARE AS FOLLOWS:

<u>BETTING LIMITS</u>	<u>COLLECTION</u>	<u>COLLECTION PAID BY</u>	<u>and</u>	<u>PLAYER/DEALER</u>
\$5 - 25	50¢	Each Player		\$2.00
\$26 - 100	\$1.00	Each Player		\$2.00
\$101 - 200	\$2.00	Each Player		\$2.00

A MISDEAL TAKES PLACE IF A CARD IS ACCIDENTLY EXPOSED BEFORE THE HANDS HAVE BEEN DISTRIBUTED AND THE EXPOSED CARD IS AN ACE OR A JOKER. IF ANY HAND OR THE STUB HAS THE WRONG NUMBER OF CARDS IT IS A MISDEAL. IF A CARD(S) IS ACCIDENTLY EXPOSED BEFORE THE HANDS HAVE BEEN DISTRIBUTED, NOT AN ACE OR THE JOKER, THE EXPOSED CARD IS REPLACED WITH THE TOP CARD OF THE STUB.

THE PLAYERS NOW SET THEIR HANDS. EACH PLAYER SETS A 2 CARD AND A 5 CARD POKER HAND. THE HAND MUST BE SET WITH THE 5 CARD HAND OUTRANKING THE 2 CARD HAND. BOTH OF THESE HANDS ARE PLACED IN FRONT OF THEIR RESPECTIVE PLAYER, FACE DOWN, FORMING THE LETTER "T" FROM THE HOUSE DEALER'S PERSPECTIVE, THE 5 CARD HAND THE CLOSER ONE TO THE PLAYER.

A PLAYER MAY REQUEST THEIR HAND BE SET THE "HOUSE WAY". A "HOUSE WAY" BUTTON WILL BE PLACED ON TOP OF THIS HAND AND WHEN THE ACTION GETS TO THIS HAND, IT WILL BE TURNED FACE UP AND THE HOUSE DEALER WILL SET THE HAND IN ACCORDANCE WITH HOUSE RULES AS TO HOW IT MUST BE SET.

ONCE ALL OF THE REST OF THE PLAYERS HANDS HAVE BEEN SET BY THE RESPECTIVE PLAYERS, THE HOUSE DEALER OPENS THE PLAYER/DEALER'S HAND. SHOULD THE HOUSE DEALER ACCIDENTLY OPEN THE PLAYER/DEALER'S HAND BEFORE ALL THE PLAYER'S HANDS HAVE BEEN SET, THE FLOOR SUPERVISOR WILL SET THE UNSET HAND(S) "THE HOUSE WAY". IF A PLAYER HAS THE WRONG NUMBER OF CARDS AND IT CAN NOT BE DETERMINED TO BE A HOUSE DEALER ERROR, THE PLAYER'S WAGER IS FORFEITED TO THE PLAYER/DEALER. IF IT IS DETERMINED TO BE A HOUSE DEALER ERROR, THE WAGER WILL BE RETURNED TO THE PLAYER AND THERE WILL BE NO ACTION ON SAID HAND. IF A PLAYER SETS THEIR HAND FOULED, WRONG NUMBER OF CARDS IN EITHER HAND OR THE 2 CARD HAND OUTRANKING THE 5 CARD HAND, THEIR BET IS FORFEITED TO THE PLAYER/DEALER.

THE HOUSE DEALER SETS THE PLAYER/DEALER'S HAND IN A REASONABLE FASHION, GENERALLY THE HOUSE WAY. THE PLAYER/DEALER MUST NOW APPROVE THE SET OR DICTATE TO THE HOUSE DEALER HOW THEY WANT THE HAND SET. ONCE THE HOUSE DEALER RECEIVES THE PLAYER/DEALER'S APPROVAL OF THE SET, THE HOUSE DEALER OPENS THE PLAYER'S HANDS STARTING WITH THE FIRST ACTION HAND AND PROCEEDS CLOCKWISE UNTIL EACH PLAYER'S HAND IS OPENED. NO PLAYER'S HAND CAN BE RESET ONCE THE PLAYER/DEALER'S HAND IS OPENED.

THE PLAYER OR PLAYER/DEALER MUST WIN BOTH HANDS, 2 CARD & 5 CARD, TO WIN THE BET. THE PLAYER/DEALER WINS ALL COPIES (TIED HANDS). A PUSH EXISTS WHEN NEITHER PLAYER OR PLAYER/DEALER WINS BOTH HANDS. IF THERE IS A PUSH THE PLAYER RETRIEVES THEIR BET. THE PLAYER'S 5 & 2 CARD HAND ARE PICKED UP AND PLACED ON TOP OF THE STUB.

THE PLAYER/DEALER CAN ONLY WIN OR LOSE THE AMOUNT THE PLAYER/DEALER WAGERED. THE ORIGINAL AMOUNT THAT THE PLAYER/DEALER HAD PUT UP AT THE START OF THE HAND IS DECREASED THE AMOUNT OF THE PLAYER'S BET WHETHER THE PLAYER/DEALER WINS OR LOSES SAID BET. WHEN A PLAYER LOSES THE BET, BOTH HANDS, 2 AND 5 CARD, ARE PLACED FACE DOWN AND THE LOSING BET IS PLACED ON TOP OF THE LOSING HANDS. WHEN A PLAYER WINS, THE HAND IS LEFT IN A FACE UP STATUS, ALONG WITH THE WINNING BET. THE HANDS WILL BE PICKED UP IN THE SAME MANNER AS A LOSING HAND ONCE THE PLAYER IS PAID.

AFTER ALL HANDS HAVE BEEN OPENED THE HOUSE DEALER, STARTING WITH THE POSITION THAT HAS THE ACTION BUTTON AND PROGRESSING CLOCKWISE FROM THIS POSITION, WILL COLLECT OR PAY OUT, WICHEVER IS APPROPRIATE, USING PLAYER/DEALER'S FUNDS BUT CONTINUOUSLY REMOVES FROM ACTION THE PLAYER/DEALER'S ORIGINAL FUNDS REGARDLESS OF WHETHER THE PLAYER/DEALER WINS OR LOSES A BET. A PUSH HAS NO EFFECT ON THE PLAYER/DEALER'S FUNDS. IF THE PLAYER/DEALER RUNS OUT OF MONEY BEFORE ALL BETS HAVE BEEN SATISFIED THE PLAYERS THAT HAD NO ACTION ARE RETURNED ALL OR ANY PART OF THEIR BETS THAT HAD NO ACTION AND ARE RETURNED THE COLLECTION FEE PAID, FOR ACTION THEY DID NOT RECEIVE.

THE HANDS ARE PICKED UP AFTER ALL ACTION HAS BEEN COMPLETED, IN ORDER, AND PLACED ON THE DISCARD PILE, ONE HAND AT A TIME. THIS WILL ENABLE A REVIEW OF THE ACTION IF NECESSARY.

NO BUST
21st CENTURY
BLACKJACK

No Bust- 21st Century Blackjack

VALUES OF CARDS

A single or plural ~~deck~~^{2'} of standard cards is used for playing of the game. If multiple decks are used one Joker is added to each deck.

- All cards have their face value.
- Joker is a "Wild" card. Aces are 1 or 11.
- Picture cards have value of 10.

Ranking Chart

<u>Sequence</u>	<u>Cards</u>	<u>Values</u>
1.	Ace	1 or 11
2.	Two	2
3.	Three	3
4.	Four	4
5.	Five	5
6.	Six	6
7.	Seven	7
8.	Eight	8
9.	Nine	9
10.	Ten	10
11.	Jack	10
12.	Queen	10
13.	King	10
14.	Joker	Wild

No Bust- 21st Century Blackjack

P L A Y E R S

The following chart outlines all rules regarding the hit cards subsequent to receiving two UP cards in one at a time in rotation. After all players receive their initial two cards, starting from the next clockwise position from the player /dealer, players may receive additional (hit) up cards.

After all players receive their draw cards, the player/dealer will receive second card.

Players may draw as many cards as permitted.

Rules for Players		
Must Stand on	Must Hit on	Have Option on
<u>Soft&Hard 20</u> <u>Soft&Hard 21</u> <u>Natural 22</u>	<u>11or Less</u>	<u>12</u>
		<u>13</u>
		<u>14</u>
		<u>15</u>
		<u>16</u>
		<u>17</u>
		<u>18</u>
		<u>19</u>

No Bust- 21st Century Blackjack

PLAYER- DEALER& DEAL

The player/dealer position rotates in a systematic and continuous way so the deal does not constantly remain with a single person for many hands. The person in player/dealer position may not act as player/dealer position more than two consecutive times

. There must be an intervening player/dealer so that a single player cannot repeatedly act as the player/dealer within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal.App.4th 1397, 1408-09, in addition to within the meaning of AB 1416, Wesson's Bill, an act to add section 330.11 to the Penal Code, relating to gambling establishments and any future regulatory guideline from the Division of Gambling Control with respect to the operation of controlled game featuring a player/dealer position.

If a player receives no action, no rebate, refund, in any form will be given to the player

Player/ dealers are never required to cover all opposing players' wagers. The house never participates as a player/ dealer. The house never takes a percentage of the wager placed in the game.

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The following chart outlines the rules regarding player/dealer drawing procedure. After all players have exercised their rights to draw additional cards, the player /dealer will receive his/her second card.

. Player/ dealer may draw as many cards as permitted.

Rules for Player / Dealer		
Must Stand on	Must Hit on	Have Option on
HARD 17 AND ABOVE	SOFT 17 OR LESS	NONE

OBJECT OF THE GAME

The object of the No Bust Blackjack for the players is to, upon receiving the initial two up cards, add the numerical values of the cards of the hands and:

- Draw additional cards if needed.
- Achieve the best possible point total "Natural 22".
- "Natural 22" is two Jokers, and beats all other hands.

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GAME RULES

The following are game rules for No Bust Blackjack.

1. If a player's total is more than "Natural 22", and the Player/ Dealer's total is "Natural 22" or less..... **Player /Dealer Wins.**
2. If a player's total is "Natural 22" or less, and the player /dealer's
Total is more than "Natural 22".....**Player Wins.**
3. If a player's total is "Natural 22" or less and the player/dealer's total is
"Natural 22" or less.....**The hand closer to "Natural 22" wins.**
3. If a player's total is more than (Natural 22), and the player/ dealer's is more than
(Natural 22)
 - A) Player / dealer is closer to Natural 22**Player/ Dealer Wins.**
 - B) Player is closer to Natural 22..... **Push.**
4. **Player / Dealer win all ties over "Natural 22".**
5. **Player /dealer pushes all ties below " Natural 22"**
6. **Player/dealer "Natural 22" pushes with any players' "Natural 22"**

DOUBLE DOWN, SPLIT, ODDS AND SURRENDER

- 1- Players can double- down on any two cards and receive one draw card card.
2. Players cannot split, double down or surrender any hand with a Joker.
3. Players splitting:
Any pair or any two cards of 10-point value will receive multiple draw cards.
4. Players may double down after split.
5. Multiple splitting is permitted (up to 3 times)
- 4 Player's Joker-Joker pays 2 to1.

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7. Players can surrender on their first 2 card, and forfeit half of their wager.
8. If the player –dealer's hand is a natural, double down and split wager receives no action.
9. All pay-off to the extent that player/dealer's money covers.

ADDITIONAL GAME RULES

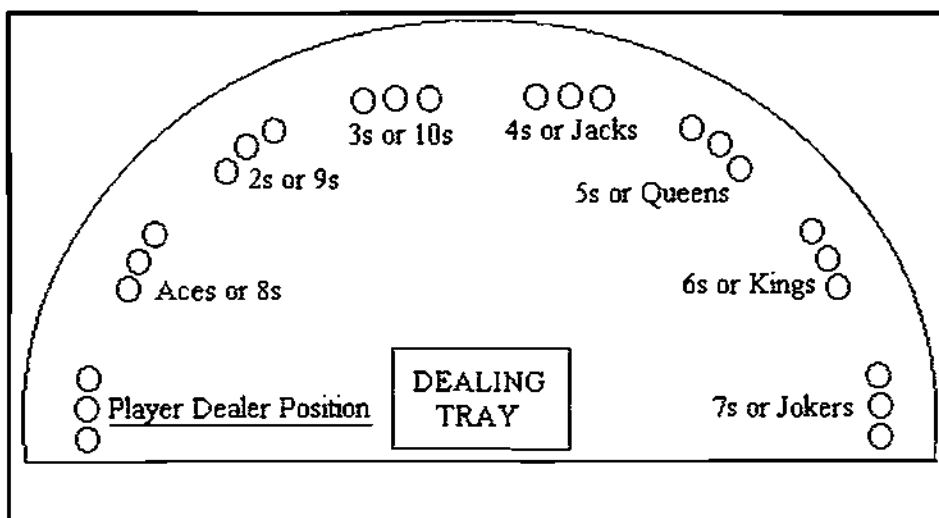
1. If the Player/ Dealer's up card is a Joker, all hands are frozen. Players may not surrender, split, double down or draw. The player/dealer will receive the next card.
2. A joker with any card or cards is a hard 21. And player cannot draw any further.
3. Players with non-joker hands have the option to draw additional cards.
4. The game is played with a standard eight decks of 52 cards with one joker per each deck.
5. The game plays on a blackjack style 8 hands table.
6. The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand.
7. Third Proposition Players only prescribed by law are permitted to play.
8. Back line betting is allowed based on local jurisdiction ordinance. The game is eight handed.
9. "Round of Play" .Players chooses their spots around a high, blackjack

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PLAYER DEALERS' HAND AND DRAW CARDS:

The dealer draws after all players have drawn. At this time the dealer has only one face up card.

- a) Remove the round dealer button from the up card and deliver one card from the shoe.
- b) Place the first draw card to the left of the up card. Position the action button accordingly, as demonstrated below.



- c) All additional draw cards will be placed on the right side of the original up card.
- d) Player dealers' drawing rules are:
 - d1) Must HIT on soft 17 or less.
 - d2) Must STAND on hard 17 or more.
 - d3) No options are given to the player dealers.

PALOMER CARD CLUB

Collection Rates

No Bust -21st Century Blackjack

<u>Limits</u>	<u>Player/dealer</u>	<u>Player</u>
\$2-\$50	50c	\$ 50c
\$10-\$100	\$1	\$ 1
\$50-\$300	\$2	\$ 2

The collection is taken from each player for every bet prior to start of the game. Players including player/dealer must post require collection prior to receiving any cards. Collection is paid before cards are dealt. Collection is paid based on the table limit and is paid for each spot playing a hand. If a player receives no action, no rebate, refund, in any form will be given to the player.

Omaha High/Low Split (8 or better)

A variation of Omaha, in which the best low hand splits the pot with the best high hand. To qualify for a low hand, a player must have all five (5) of their low cards unpaired and less than nine (9). In determining a low hand, straights and flushes do not count against the value of the hand. Therefore, the best low hand is 5-4-3-2-A (called a “wheel” or “bicycle”). If no qualifying low hand exists, then the high hand wins the entire pot. A player can use any combination of two (2) hole cards and three (3) community cards to make both a high and low hand if possible.

7 Card Stud High/Low Split (8 or better)

This variation of 7-Card Stud allows both the high and the low hand to split the pot. A player can win both the high and low hands. A player may use any five cards to make the best high hand and any five cards, whether the same as the high hand or not, to make the best low hand. To qualify for a low hand, a player must have five (5) cards unpaired and less than nine (9). In determining a low hand, straights and flushes do not count against the values of the hand. If more than two low hands exist, the lowest hand will split the pot with the high hand. The lowest possible hand is 5-4-3-2-A which can also be used for a straight for the high hand. To start the hand players are dealt two (2) down cards and then one (1) up card followed by a round of betting. The first betting round is started with a pre-determined forced bet. The low card by suit initiates the action, with an ace counting as a high card for this purpose. An ace can be used for high and low hands at the showdown. On subsequent rounds, the high hand initiates the action. If the high hand is tied, the first player clockwise from the dealer acts first. The last card (7th) is dealt face down followed by the final betting round.